Non-Canon DBZ forms

A collection of Non-Canon DBZ forms.

Table Of Contents

Non-Canon DBZ forms 1

Arcosian Forms 3

Namekian god form 3

Saiyan Feats 4

Divine Mind 4

Sparking Joy 4

Alternate Future 5

Primal Resurgence 5

Path Of The Wukong 6

Primal Super Saiyan 6

Arcosian Forms

Diamond form

The user's body turns cyan except for the area around your mouth, center of the chest, hands, feet, and knees.

Gained through the "Shooting Star" Feat.

- Speed is increased by 50
- If not already wis and dex are set to 16
- +1 AC
- Power +3
- When you end your turn you can do a single unarmed strike against a creature in melee range.
- Costs 4 stamina to activate and drains 3 stamina at the end of each subsequent turn.

Shooting Star

Arcosian Feat

Requires "True Body" Feat.

History is fleeting and only those quick to act are remembered. You refuse to be forgotten to time.

You gain the Diamond Form Power-Up.

Namekian God form

When you gain a god ki you choose 1 of these forms. Focusing an entire training arc after that point will unlock another.

Absalon form

The namek's skin turns a midnight black and their antennae turn to horns while their eyes glow white.

- Ups movement speed by 30
- Power +4
- +1d8 damage
- +2 AC
- Drains 4 stamina at the end of your turn

Namekian god

The user shows no physical changes to their body other than their eyes becoming red.

- Ups movement speed by 50
- Power +3
- +2d4 damage
- +3 AC.
- Drains 4 stamina at the end of your turn

Saiyan Feats

Gained through dedicated training arcs after you have the requirements.

Divine Mind

Requires "Divine Combination" Feat

Those that have mastered Super Saiyan God Super Saiyan have the ability to focus their energy internally to such a high degree that it can overwhelm the senses. Those that use this form rely on their auxillary senses as they must shut their eyes to cope with the information overload.

Whenever you use the Super Saiyan God Super Saiyan you can instead activate "Divine Mind" this counts as Super Saiyan God Super Saiyan when determining rule interactions.

Divine Mind

- Ups movement speed by 30
- Power +8
- +2d12 damage
- You gain 10 feet of blindsight and can not benefit from sight.
- +3 AC.
- Drains 5 stamina

Sparking Joy

Requires "Divine Combination" Feat

Unlike the normal process to access super saiyan god super saiyan, requiring peace of mind to manifest, you have learned to use unbridled joy. Whenever you use the Super Saiyan God Super Saiyan you can instead activate "Sparking Joy" this counts as Super Saiyan God Super Saiyan when determining rule interactions.

Sparking Joy

- Ups movement speed by 50
- Power +6
- You are unable to fly through heroic features and can not use Ki Techniques.
- +2d10 damage
- +2 AC.
- Drains 5 stamina

Divine Mind and Sparking Joy
Abloomsday

Alternate Future

Requires Super Saiyan 4

In a timeline without god ki access Saiyans instead mutated their Super Saiyan 4 transformation to compete with the divine.

Super Saiyan 5

Super Saiyan 5 is a white furred version of super saiyan 4 spouting elongated hair like super saiyan 3.

- +5 to strength and dexterity
- Ups movement speed by 45
- You deal an additional 1d8 to all damage
- You gain the *Empowered Condition*
- Power +4
- Drains 5 stamina

SSJ5 Xeno Goku
Mohasetif

Primal Resurgence

Hybrid Saiyan Feat

Requires "Blood of the Great Ape" Feat and no natural tail

Some Hybrid Saiyans are not as closely linked to their primal blood, those that can manage a strong connection manifest incredible power in an imitation of the Super Saiyan 4 they are unable to obtain. You Gain the "Primordial Power" Transformation.

Primordial Power

- +2 to strength and dexterity
- Ups movement speed by 30
- +2d4 damage
- Power +2
- Drains 3 stamina

Primordial Power
Brando

Path Of The Wukong

@DomDom Collab

U7 Feat

Requires "Blood of the Great Ape" and Super Saiyan 1

Your rage transforms you into something more akin to a ravenous beast instead of a golden warrior of legend. Your hair is a raging inferno as your energy takes on a fiery glow and fur grows along your hands. While in this state you must actively try and maintain control and not give in to the Primal urges of a beast. While you remain in control you project an aura of power around you bolstering your allies, but if you fail to stay in control and the beast takes over your aura will now shrink and begin to sap power from all creatures.

This Transformation replaces Super Saiyan 1 and all standard super saiyan transformations. This form is compatible with the "Super Saiyan Grades" Power-ups and the "Realm of the Gods" Feat.

When using a Super Saiyan Grade with this form, reduce the base berserk check by 2*Super Saiyan Grade.

Primal Super Saiyan

- +2 Power
- +1 AC
- 30 Aura of +1 Power to all allies
    - While Berserk drain 1 Power from all Creatures within 1/2 of the range of your boost aura. You gain The drained Power while they are in your range as if it is part of this transformation.
- Berserk DC of 12 + (2*rounds maintained)
- 3 Stamina drain per round

This Transformation can be mastered like a Technique, up to 3 stars, possible upgrades include:

- +1 Power
- +1 AC
- +10 Foot Aura Radius
- Base Berserk DC -2

Legend – A Dragon Ball Tale (Goku)
DINHOGRAPHX

What is this From?

Legend - A Dragon Ball Tale is an incredibly impressive Fan-Made animation. Click the links below the picture to see not only the original animation but also below it to see the artist responsible for this incredible art.